

Responses to a Strong (15-17) NT.

2♣ - Stayman – when you have one (or two) 4 card majors.

4 card Major

You usually need invitational values to bid Stayman – so 8+ points

So after 1NT, 2♣ promises a 4 card major and asks opener to bid a 4 card major

After 1NT - 2♣ - 2♦ = no 4 card major

2♥ = 4 ♥'s (possibly also 4 ♠'s)

2♠ = 4 ♠'s (denies 4 ♥'s)

When opener has replied to Stayman, responder either bids game or invites, examples: -

1NT - 2♣ - 2♦ - 2NT = 8 pts, invitational

1NT - 2♣ - 2♥ - 3♥ = 8 pts, invitational (4 ♥'s)

1NT - 2♣ - 2♥ - 2NT = 8 pts, invitational (4 ♠'s)

1NT - 2♣ - 2♦ - 3NT = 9+ pts

1NT - 2♣ - 2♥ - 4♥ = 9+ pts, (4 ♥'s)

1NT - 2♣ - 2♥ - 3NT = 9+ pts, (4 ♠'s)

1NT - 2♣ - 2♥ - 4♣ = 16+pts, asks for aces

2♦/♥ - Transfer – when you have a 5 card major.

5 card Major

You can transfer on any strength (even no points)

After 1NT, 2♦ shows 5 ♥'s and 2♥ shows 5 ♠'s. Opener must complete the transfer (even if he has just a doubleton) and responder continues as follows: -

With 0-7 points, pass

With 8 points, invite

With 9+ points, force to game

With 16+ points, look for slam Examples: -

1NT - 2♦ - 2♥ - pass = 0-7 pts, 5+ ♥'s

1NT - 2♦ - 2♥ - 2NT = 8 pts, invitational 5 ♥'s

1NT - 2♦ - 2♥ - 3♥ = 8 pts, invitational, 6+ ♥'s

1NT - 2♦ - 2♥ - 3NT = 9+ pts, 5 ♥'s, opener to pass or bid 4♥

1NT - 2♦ - 2♥ - 4♥ = 9+ pts, 6+ ♥'s, opener must pass

1NT - 2♦ - 2♥ - 3♣ = 9+ pts, game forcing, 5+ ♥'s and 4+ ♣'s

1NT - 2♦ - 2♥ - 4♣ = 16+ pts, asking for aces

2NT (invitational) and 3NT – when you have no 4 or 5 card major.

No Major

With a 4 card major you bid Stayman. With a 5 card major you transfer. With neither but an invitational hand (8-9 pts) you bid 2NT and with 10-15 pts you bid 3NT. Note that a 2NT or 3NT bid may well contain a 5 card minor.

There is a variation of Stayman (Garbage Stayman) where it is possible to bid Stayman with less than invitational values. This is covered in more advanced sections.